

800 XLTM
COMPUTER
FIELD SERVICE
MANUAL



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TABLE OF CONTENTS

LIST OF ILLUSTRATIONS

| <u>Figure</u> | <u>Title</u> | <u>Page</u> |
|---------------|--|-------------|
| 1-1 | System Block Diagram | 1-2 |
| 1-2 | Functional Block Diagram | 1-3 |
| 1-3 | 6502C CPU Pin Assignments | 1-5 |
| 1-4 | ANTIC Display Processor Pin Assignments | 1-6 |
| 1-5 | GTIA Pin Assignments | 1-7 |
| 1-6 | POKEY Pin Assignments | 1-8 |
| 1-7 | PIA Pin Assignments | 1-9 |
| 1-8 | Power Supply Pin Assignments | 1-10 |
| 1-9 | SIO Connector Pin Assignments | 1-12 |
| 1-10 | Controller Jack Pin Assignments | 1-13 |
| 1-11 | Cartridge Connector Pin Assignments | 1-14 |
| 1-12 | PBI Connector Pin Assignments | 1-15 |

INTRODUCTION

The Atari 800XL™ Computer Field Service Manual is a reference guide for the service technician.

The Field Service Manual is organized into six sections:

- o **THEORY OF OPERATION** - Overview of how the 800XL works and what its basic assemblies look like.
- o **TESTING** - Review of Diagnostic tests available for diagnosing 800XL problems.
- o **SYMPTOM CHECKLIST** - Failure information to aid the technician for a rapid diagnosis of 800XL problems.
- o **ASSEMBLY/DISASSEMBLY** - Assembly/Disassembly instructions.
- o **SCHEMATICS AND SILKSCREENS, AND PARTS LIST** - Electrical drawings and layouts of the 800XL Printer Circuit Board and a list of the parts used.
- o **SERVICE BULLETINS** - Section to be used for Field Change Orders, Upgrade Bulletins and Tech Tips.

SECTION I

THEORY OF OPERATION

The Atari 800XL™ is an enhanced version of the existing ATARI Computer Systems. It can be used with any of the existing Atari peripheral devices used with the 400™/600XL™/800™/1200XL™ Computers.

The PCB contains 64K of RAM, an operating system that contains one 16K X 8 ROM and an on-board Atari BASIC programming language I.C. The console contains the keyboard and four function keys (including a HELP key), plus a RESET key, a single cartridge slot, connector jack for daisy-chaining peripherals and connecting hand controllers, a detachable (RF) TV interface cable, a 5 pin DIN Monitor Jack, one status LED (POWER), and a parallel bus interface (PBI).

USER INTERFACE

The Atari 800XL is a general purpose microcomputer that uses a 6502C microprocessor. The 800XL console is the central processing unit for its respective system.

The right side panel contains the controller jacks that accept the Atari X-Y joysticks and paddle controllers.

The rear panel contains the serial input/output (SIO) jack, the PBI, the RF jack, the monitor jack, the channel 2-3 switch, the power in jack, and the power switch (On/Off).

The console has a 3/4 stroke, 56 key, alphanumeric keyboard, that includes special characters and controls, space bar, four function keys, HELP key, and power indicator. The function and HELP keys are discussed below.

FUNCTION KEYS

RESET - Interrupts and restarts the operating system (OS) or cartridge. When pressed while the computer is ON, this key enables the BASIC.

START - Starts the game or program.

SELECT - Selects different program or game variations.

OPTION - Allows the player to choose variations of a program. If the OPTION Key is not depressed and held at the time the computer is turned ON, the built-in BASIC is automatically enabled. If the OPTION key is depressed and held at the same time the computer is turned ON, the on board BASIC is disabled and, when there is no cartridge or diskette in the system, the Self-Test menu appears.

HELP - Returns to main self-test menu from individual test and for future software development for user "help" functions. If you are familiar with 1200XL operation, this key does not function the same.

MECHANICAL THEORY

The 800XL computer console contains a single motherboard which houses all the chips of the system and provides connectors for interfacing external modules to the console. It includes the CPU, RAM, OS and BASIC ROM's. The motherboard uses a common address bus, data bus and clock lines. The sixteen-line address bus allows the microprocessor to directly address 64K memory locations. The eight-line data bus provides the communication and data path between the functional modules. The power is provided by an external power supply and routed throughout the console.

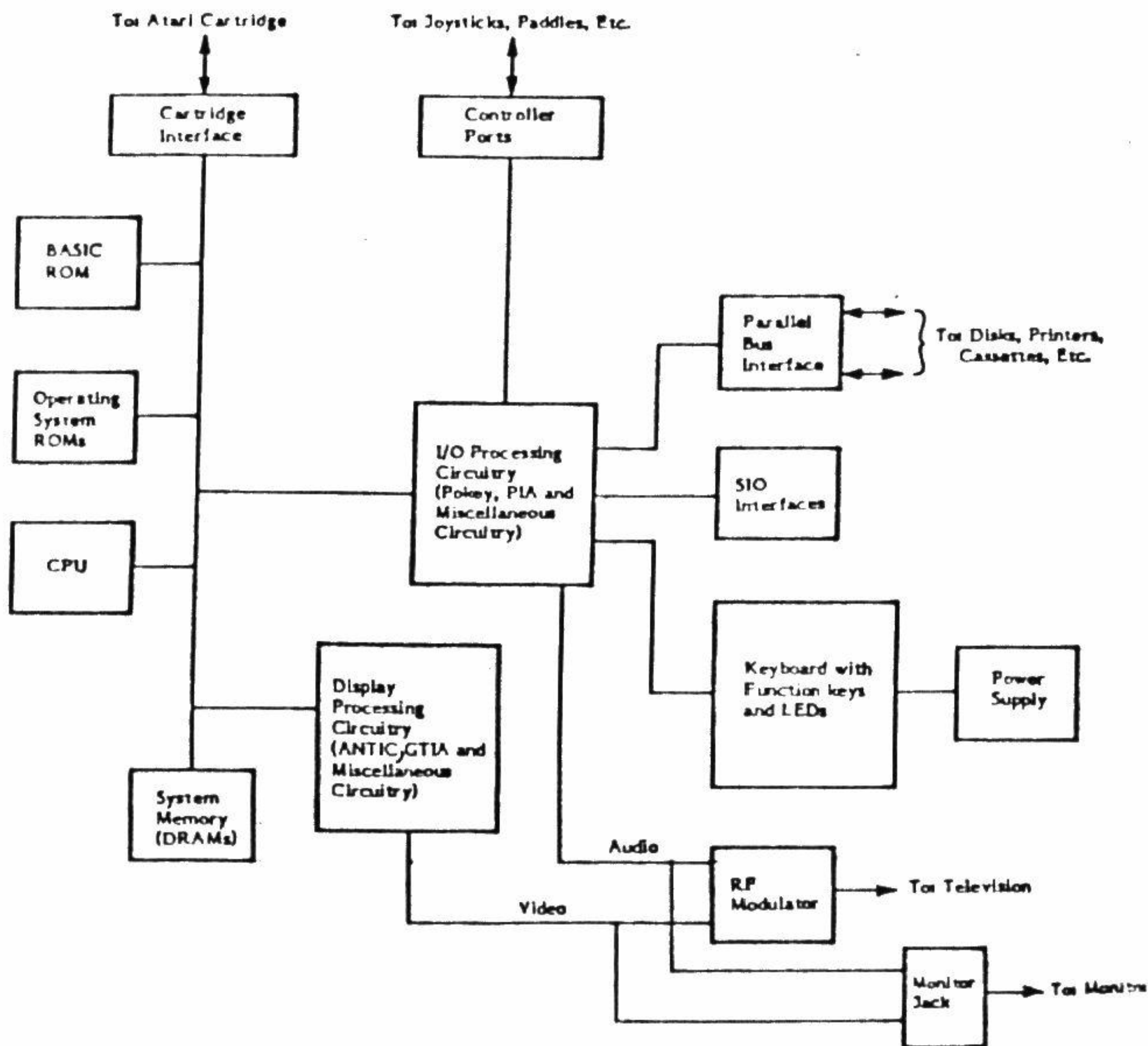


Figure 1-1. System Block Diagram
1-2

The keyboard connects to the PC Board by a 24-connector ribbon cable.

The keyboard is the user interface with the computer.

All peripherals connect to the 800XL either through the SIO connector or the PBL. Power enters through the 7-Pin DIN connector on the rear panel. RF to the TV switchbox arrives from an RCA phono connector and RF cable. Composite Video composite luminance, and audio signals to the monitor arrive from a 5 pin DIN monitor jack on the rear panel. Power On/Off is controlled by the ON/OFF switch on the rear panel.

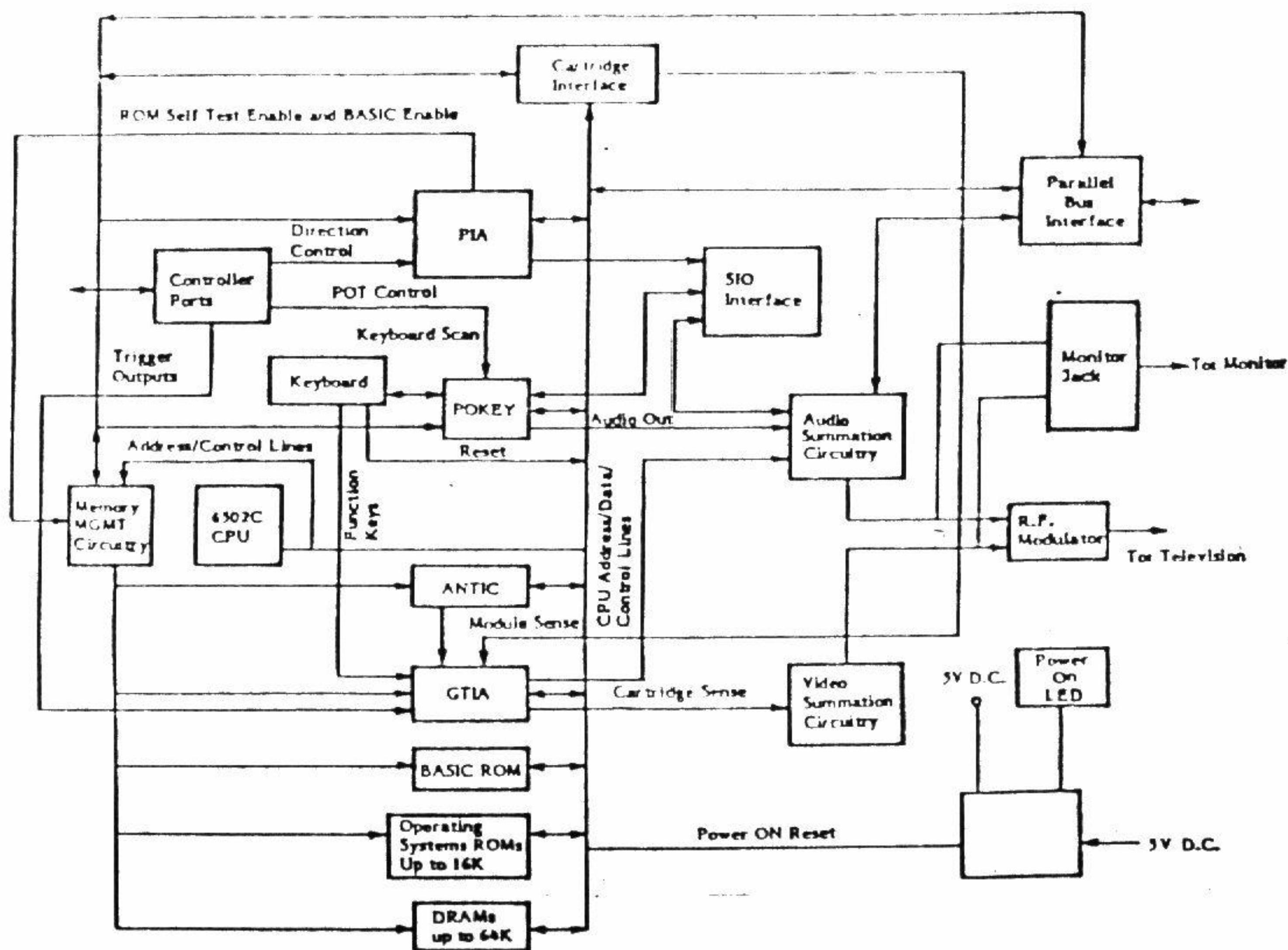


Figure 1-2. Functional Block Diagram

ELECTRICAL THEORY

DIGITAL HARDWARE

The digital hardware consists of:

- o The 6502C CPU microprocessor
- o The Alphanumeric Television Interface Controller (ANTIC)
- o The Graphics Television Interface Adaptor (GTIA)
- o The POT KEYboard Integrated Circuit (POKEY)
- o The Peripheral Interface Adaptor (PIA)
- o The Memory (O.S. ROM, 64K RAM, Atari BASIC ROM, Rev. B)
- o Miscellaneous Logic
 - Memory Management Unit (MMU)
 - Delay Line
- o Parallel Bus Interface (PBI)

6502C CPU Microprocessor

The 6502C CPU microprocessor contains register flags, interconnections, arithmetic logic, control logic, and all recognized operation codes. The characteristics of the microprocessor include:

- o Byte-oriented structure
- o 151 opcodes
- o Decimal and binary arithmetic modes
- o Seven addressing modes
- o True indexing
- o Stack pointer
- o Two interrupt levels
- o 64K address range
- o Integral clock circuit
- o Single +5 volt DC power requirement

Figure 1-3 is an illustration of the 6502C CPU Pin Assignments.

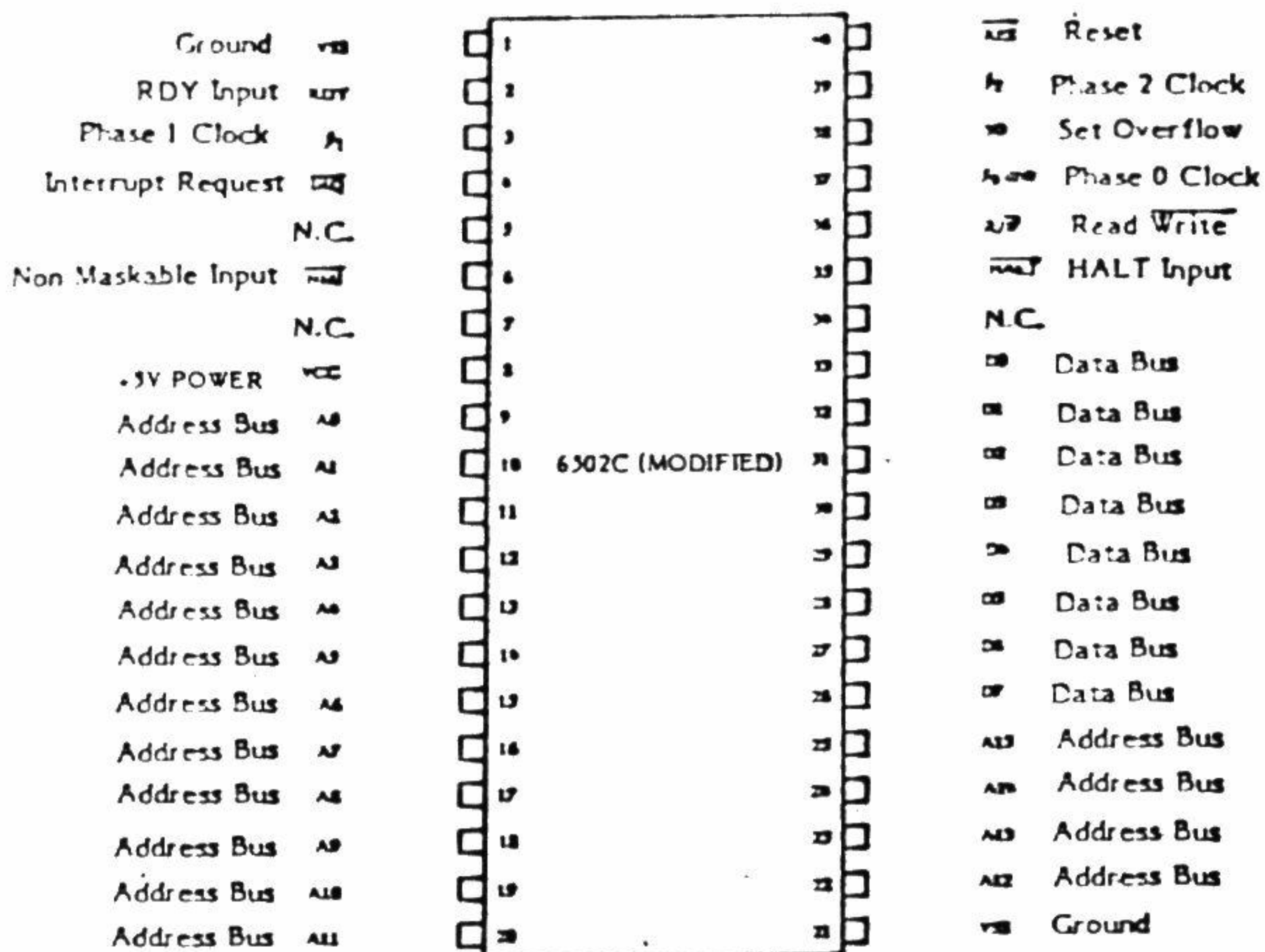


Figure 1-3. 6502C CPU Pin Assignments

Alphanumeric Television Interface Controller (ANTIC)

The ANTIC Display Processor is a custom display microprocessor with an instruction set customized for graphics generation. It also has the ability to control the ADDRESS & DATA bus and RAM Refresh.

Figure 1-4 is an illustration of the ANTIC Display Processor pin assignments.


| | | | | | | |
|------------------|------|----|--|----|-----|--------------------|
| GROUND | VSS | 1 |  | 40 | D4 | Data Bus |
| Alphanum. Data | AN0 | 2 | | 39 | D5 | Data Bus |
| Alphanum. Data | AN1 | 3 | | 38 | D6 | Data Bus |
| Light Pen | LP | 4 | | 37 | D7 | Data Bus |
| Alphanum. Data | AN2 | 5 | | 36 | RST | Reset |
| (SYS RST) | RNMI | 6 | | 35 | F00 | Fast Phase 0 Clock |
| Interrupt Output | NMI | 7 | | 34 | Q0 | Phase 0 Clock |
| Refresh | REF | 8 | | 33 | D3 | Data Bus |
| HALT | HALT | 9 | | 32 | D2 | Data Bus |
| Address Bus | A3 | 10 | | 31 | D1 | Data Bus |
| Address Bus | A2 | 11 | | 30 | D0 | Data Bus |
| Address Bus | A1 | 12 | | 29 | Q2 | Phase 2 Clock |
| Address Bus | A0 | 13 | | 28 | A4 | Address Bus |
| Read/Write | R/W | 14 | | 27 | A5 | Address Bus |
| Ready Output | RDY | 15 | | 26 | A6 | Address Bus |
| Address Bus | A10 | 16 | | 25 | A7 | Address Bus |
| Address Bus | A12 | 17 | | 24 | A8 | Address Bus |
| Address Bus | A13 | 18 | | 23 | A9 | Address Bus |
| Address Bus | A14 | 19 | | 22 | A11 | Address Bus |
| Address Bus | A15 | 20 | | 21 | VCC | 5V Power |

Figure 1-4. ANTIC Display Processor Pin Assignments

Graphic Television Interface Adaptor (GTIA)

The GTIA interfaces with the ANTIC processor on one side and with the video summation circuitry on the other. Its primary task is to generate color and luminance signals from the bit stream it receives from the ANTIC Display Processor. It also processes the Function keys, provides the keyboard "beep" via the TV speaker and monitors controller Trigger lines.

Figure 1-5 is an illustration of the GTIA pin assignments.

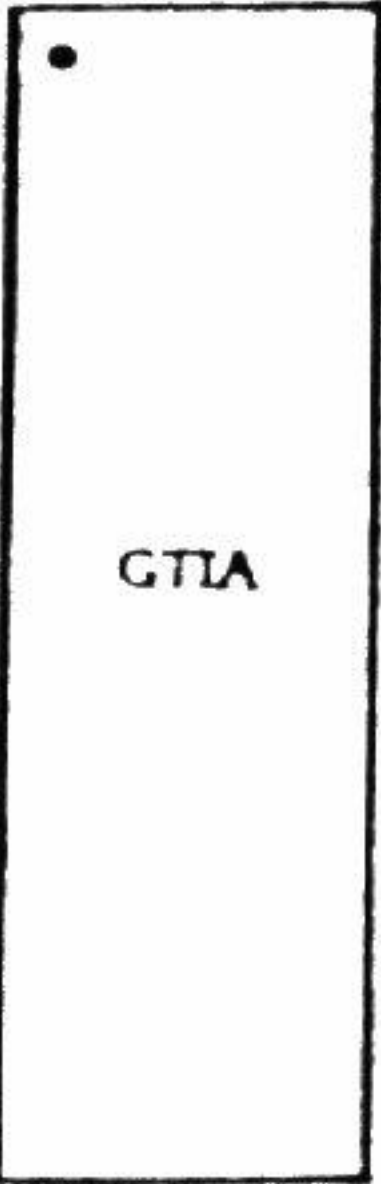
| | | | | | | |
|------------------|------|----|---|----|-------|--------------------|
| Address Bus | A1 | 1 |  | 40 | A2 | Address Bus |
| Address Bus | A0 | 2 | | 39 | A3 | Address Bus |
| Ground | VSS | 3 | | 38 | A4 | Address Bus |
| Data Bus | D3 | 4 | | 37 | D4 | Data Bus |
| Data Bus | D2 | 5 | | 36 | D5 | Data Bus |
| Data Bus | D1 | 6 | | 35 | D6 | Data Bus |
| Data Bus | D0 | 7 | | 34 | D7 | Data Bus |
| Trigger 0 | T0 | 8 | | 33 | R/W | Read/Write |
| Trigger 1 | T1 | 9 | | 32 | CS | Chip Select 1 |
| Trigger 2 | T2 | 10 | | 31 | Lum 3 | Luminance Line |
| Trigger 3 | T3 | 11 | | 30 | Φ2 | Phase 2 Input |
| Option | S0 | 12 | | 29 | F00 | Clock Out |
| Start | S1 | 13 | | 28 | OSC | Oscillator Input |
| Select | S2 | 14 | | 27 | VCC | Power |
| Keyboard Click | S3 | 15 | | 26 | HALT | HALT |
| PAL Color Delay | PAL | 16 | | 25 | CSYNC | Output Sync |
| Color Delay | CADJ | 17 | | 24 | LUM 2 | Luminance 2 Output |
| Alphanum. Data 0 | AN0 | 18 | | 23 | LUM 1 | Luminance 1 Output |
| Alphanum. Data 1 | AN1 | 19 | | 22 | LUM 0 | Luminance 0 Output |
| Alphanum. Data 2 | AN2 | 20 | | 21 | COL | Color |

Figure 1-5. GTIA Pin Assignments

POT KEYboard Integrated Circuit (POKEY)

The POKEY is a custom Large Scale Integrated circuit (LSI) chip. It is used for audio generation, Serial Input/Output (SIO) Data and Clocks, POT Controller interface scan, and keyboard scan.

Figure 1-6 is an illustration of the POKEY pin assignments.


| | | | | | | |
|-------------------|-----|----|--|----|-------|---------------------|
| Ground | VSS | 1 |  | 40 | D2 | Data Bus |
| Data Bus | D3 | 2 | | 39 | D1 | Data Bus |
| Data Bus | D4 | 3 | | 38 | D0 | Data Bus |
| Data Bus | D5 | 4 | | 37 | AUDIO | Audio Out |
| Data Bus | D6 | 5 | | 36 | A0 | Address Bus |
| Data Bus | D7 | 6 | | 35 | A1 | Address Bus |
| Phase 2 Clock | Ø2 | 7 | | 34 | A2 | Address Bus |
| Pot Scan | P6 | 8 | | 33 | A3 | Address Bus |
| Pot Scan | P7 | 9 | | 32 | R/W | Read/Write |
| Pot Scan | P4 | 10 | | 31 | CS1 | Chip Select |
| Pot Scan | P5 | 11 | | 30 | CS0 | Chip Select |
| Pot Scan | P2 | 12 | | 29 | IRQ | Interrupt Request |
| Pot Scan | P3 | 13 | | 28 | SOD | Serial Output Data |
| Pot Scan | P0 | 14 | | 27 | ACLK | Serial Output Clock |
| Pot Scan | P1 | 15 | | 26 | BCLK | Bidirectional Clock |
| Keyboard Response | KR2 | 16 | | 25 | KR1 | Keyboard Response |
| 5 V Power | VCC | 17 | | 24 | SID | Serial Input Data |
| Keyboard Scan | K3 | 18 | | 23 | K0 | Keyboard Scan |
| Keyboard Scan | K4 | 19 | | 22 | K1 | Keyboard Scan |
| Keyboard Scan | K5 | 20 | | 21 | K2 | Keyboard Scan |

Figure 1-6. POKEY pin assignments

Peripheral Interface Adaptor (PIA)

The PIA is a general purpose Input/Output (I/O) chip. It monitors the X-Y controller interfaces and the SIO control lines. In certain applications it may control the MMU logic.

Figure 1-7 is an illustration of the PIA assignments.

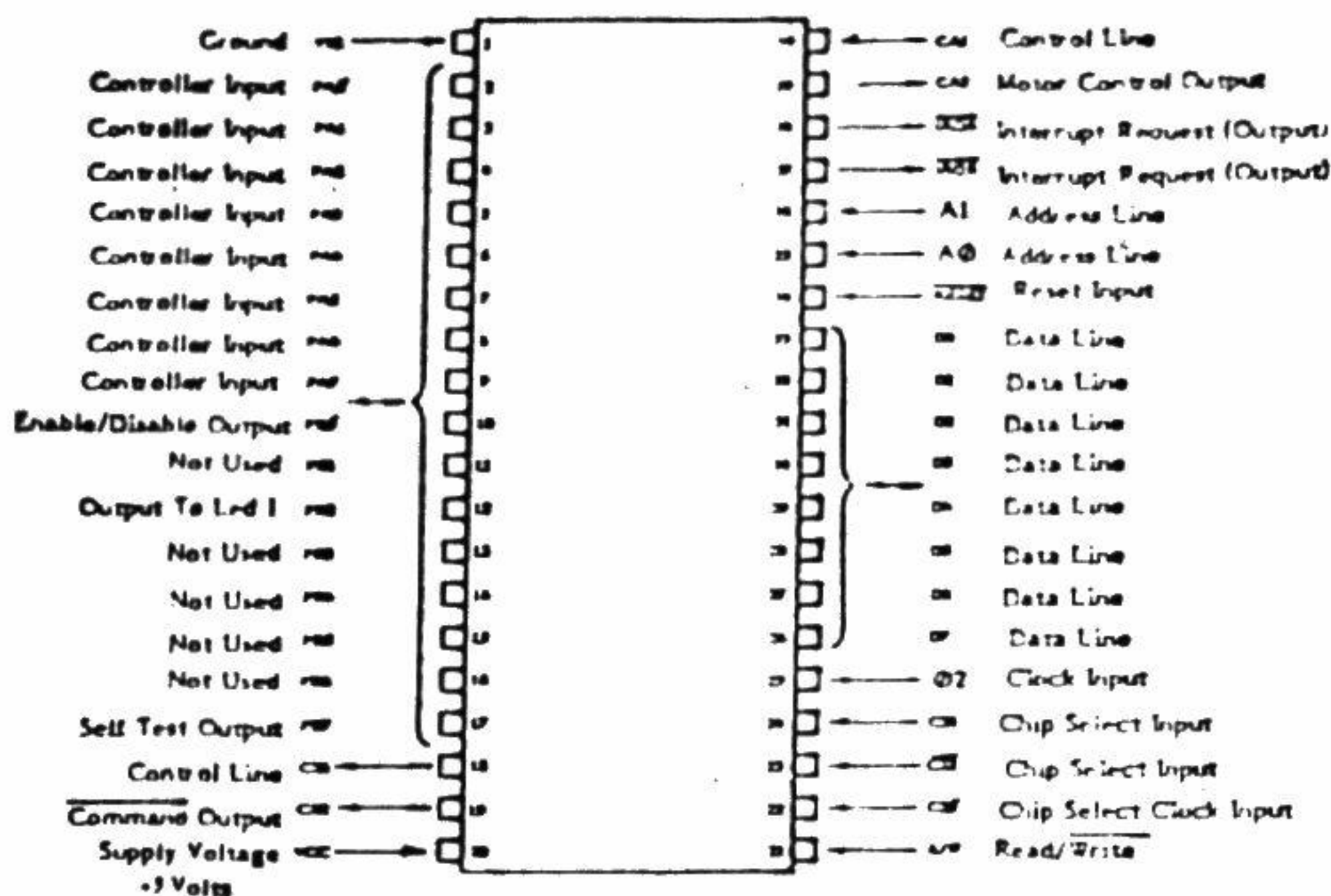


Figure 1-7. PIA Pin Assignments

MEMORY (ROMS AND DRAMS)

O.S. ROM

The 800XL operating system is resident in one 16K X 8 ROM. The ROM address inputs are from CPU address lines A0 through A13. The chip selects from the address decoding circuitry and generates data on CPU data lines D0 through D7. The ROM requires a power input of +5 volts.

BASIC ROM

The Atari 800XL has built-in Atari BASIC (Rev. B) residing in an 8K X 8 ROM. This is equivalent to having an Atari BASIC cartridge permanently plugged into the console. Any cartridge plugged into the computer, takes precedence over the built-in BASIC.

DRAMS

The 800XL Dynamic Random Access Memories (DRAMS) consist of eight 64K X 1 DRAMS.

MEMORY MANAGEMENT UNIT (MMU)

The memory management unit (MMU) address decoding circuitry consists of a PLA (Programmable Logic Array) LC., one 3 to 8 decoder and a few gates. The input to the circuitry includes the address lines A8 through A15 as well as control signals, such as ROM enable (from PIA) and DRAM refresh from ANTIC. Some of the most important outputs of this circuitry include select signals for the GTIA, POKEY, PIA, OS ROM, DRAMS, BASIC and cartridge.

RF MODULATOR

The RF modulator accepts the composite video from the video summation circuitry and the mono-aural audio signals and produces a modulated signal suitable for the television.

With a 75 Ohm termination, the modulated signal has the following characteristics:

Maximum Voltage: 2MV

Minimum Voltage: 1MV

Audio Sound Carrier Frequency: 4.5 MHz

Frequency Response:

Channel 2 -

Band: 6 MHz

Video Carrier: 55.25 MHz

Audio Carrier: 59.75 MHz

Channel 3 -

Band: 6 MHz

Video Carrier: 61.25 MHz

Audio Carrier: 65.75 MHz

MONITOR OUTPUT

The 5 pin DIN monitor output jack (J2) accepts the composite video and the composite luminance signals from the GTIA video summation circuitry and the amplified mono-aural audio signals from POKEY. J2 then transfers these signals directly to the input of the video monitor via a 5 pin DIN monitor cable.

The output signals have the following characteristics:

| | <u>Min. Voltage</u> | <u>Max. Voltage</u> |
|---------------------|---------------------|---------------------|
| Composite Video | 750 MV P-P | 1V P-P |
| Composite Luminance | 1.2V P-P | 1.5V P-P |
| Audio | 600 Mv P-P | 750 Mv P-P |

POWER SUPPLY

The power supply connector is a 7-pin DIN connector.

The Atari 800XL has an external power supply that accepts 110 VAC (nominal) from the power lines and provides +5 VDC output (+/- 2%). The maximum rating for the supply is + 5 volts and 1.2 amps.

Figure 1-8 is an illustration of the power supply connector pin assignments.

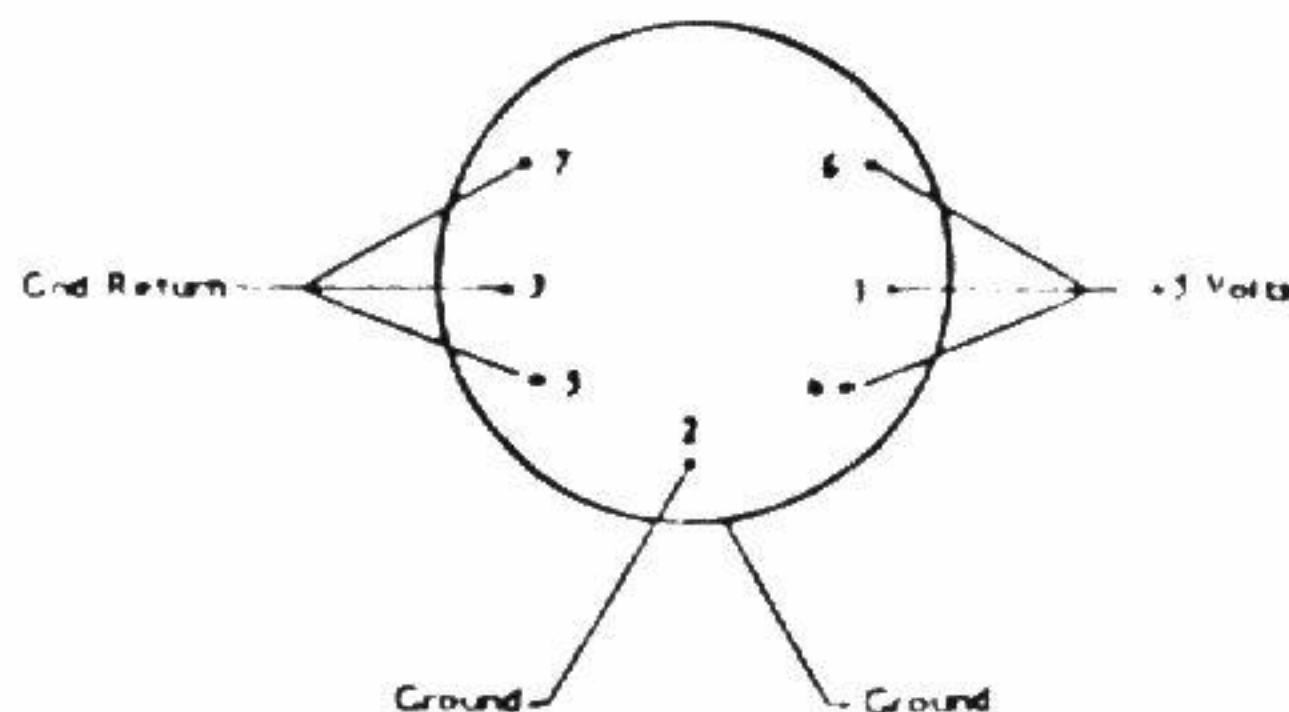


Figure 1-8. Power Supply Pin Assignments
(Looking Toward Computer)

SYSTEM INTERFACE

The 800XL provides the following interfaces:

- o Serial input/output (SIO)
- o Keyboard Interface
- o Controller Jacks
- o Cartridge Interface
- o Parallel Bus Interface (PBI)

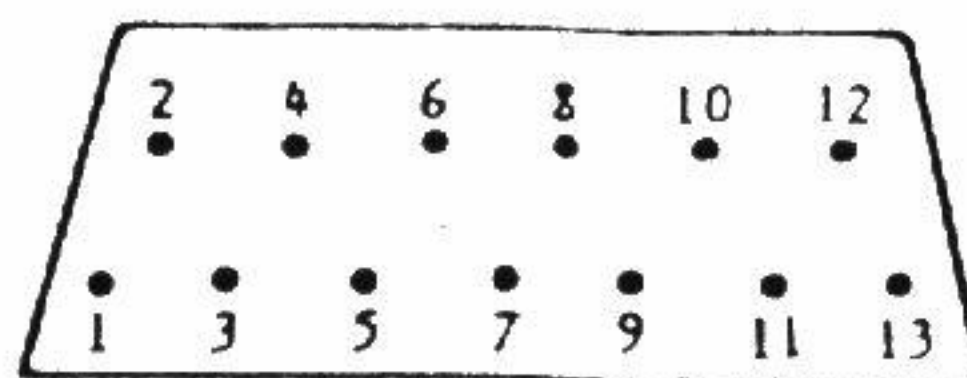
SERIAL INPUT/OUTPUT (SIO) INTERFACE

The Atari 800XL communicates with peripheral devices via an asynchronous serial port (19.2K Baud rate max.). Data is transmitted and received as eight bits of serial data. LSB is sent first preceded by a logic zero start bit and succeeded by a logic one stop bit. The serial data out is transmitted or received as positive logic. The serial data out line always assumes its new state when the serial clock out line goes high. Clock out goes low in the center of data out.

The bus protocol specifies that all commands must originate from the computer and that peripherals present data on the bus only when commanded to do so. Every bus operation goes to completion before another bus operation is initiated. An error detected at any point in the bus operation aborts the entire sequence. A bus operation consists of the following elements:

- Command Frame (From Computer)
- Command Frame
 - 1) Data Send
 - 2) Data Receive
 - 3) Immediate (No Data-Command Only, i.e., status)
- Acknowledge Frame (From Peripheral)
- Optional Data Frame (To Or From Computer)
- Complete Frame (From Peripheral)

Figure 1-9 shows pin assignments for the SIO connector.



- | | |
|-----------------|-------------------|
| 1. Clock Input | 8. Motor Control |
| 2. Clock Output | 9. Proceed |
| 3. Data Input | 10. +5/Ready |
| 4. Ground | 11. Audio Input |
| 5. Data Output | 12. Not Connected |
| 6. Ground | 13. Interrupt |
| 7. Command | |

Figure 1-9. SIO Connector Pin Assignments

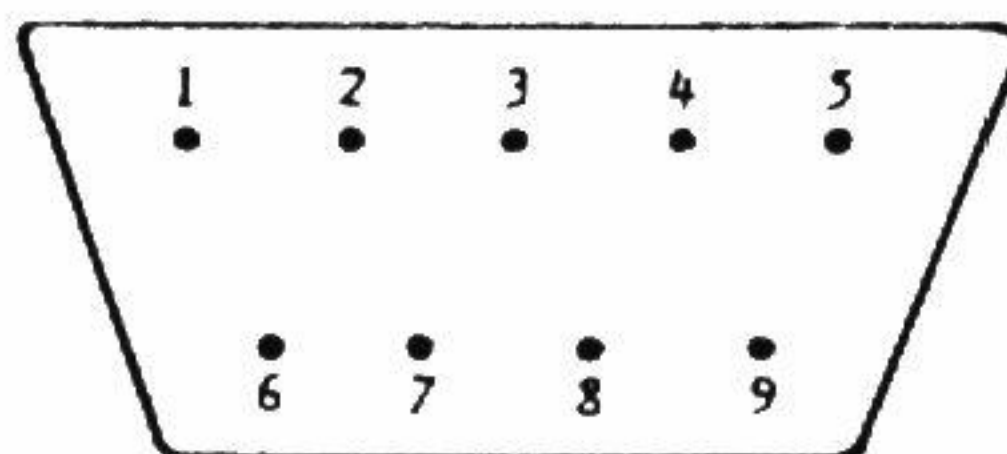
KEYBOARD INTERFACE

The keyboard has 55 alphanumeric keys (including special characters and controls), a spacebar, which interface thru U24 and U25 Keyboard Sense/Scan Decoders, four function keys, and a RESET key.

CONTROLLER JACK INTERFACES

The 800XL provides two controller jack interfaces. Both are functionally and electrically identical. The controller jacks are 9-pin D-type male connectors.

Figure 1-10 shows the pin assignments for the 9-pin connectors.



- 1. (Joystick Forward Input
- 2. (Joystick) Back Input
- 3. (Joystick) Left Input
- 4. (Joystick) Right Input
- 5. B Potentiometer, Input

- 6. Trigger Input
- 7. +5 volts
- 8. Ground
- 9. A Potentiometer Input

Figure 1-10. Controller Jack Pin Assignments

CARTRIDGE INTERFACE

The cartridge interface connects cartridges to the computer with a 30-pin connector.

The Atari 800XL has Revision B of Atari BASIC built-in. This is equivalent to having a BASIC cartridge "permanently" plugged into the console. When any cartridge is plugged into the computer, it takes precedence over the built-in BASIC. This is a function of hardware. When no cartridge is plugged in, the hardware enables the built-in BASIC.

Figure 1-11 illustrates the pin assignments of the cartridge connector.

| | | | | | |
|-------------------|-------------------|----|---|-------------------|----------------|
| | 34 | 1 | A | RD4 | |
| | A3 | 2 | B | GND | |
| | A2 | 3 | C | A4 | |
| | A1 | 4 | D | A5 | |
| | A0 | 5 | E | A6 | |
| | D4 | 6 | F | A7 | |
| | D5 | 7 | H | A8 | |
| | D2 | 8 | J | A9 | |
| | D1 | 9 | K | A12 | |
| CONSOLE BOTTOM | D0 | 10 | L | D3 | CONSOLE TOP |
| | D6 | 11 | M | D7 | |
| | $\overline{S5}$ | 12 | N | A11 | |
| | +5V | 13 | P | A10 | |
| | RDS | 14 | R | R/ \overline{W} | |
| | \overline{CNTL} | 15 | S | B02 | |

Figure 1-11. Cartridge Connector Pin Assignments

PARALLEL BUS INTERFACE

The parallel bus interface (PBI) provides an un-buffered, direct connection to the address, data and control signals shown below. It could be used to interface peripherals, parallel bus devices and external applications.

Figure 1-12 illustrates the pin assignments of the parallel bus interface.

Parallel Bus Specification

| | | | | |
|-------------------------|----------|----|----|----------------------------------|
| GROUND | GND | 1 | 2 | EXTSEL' (EXTERNAL SELECT) |
| (ADDRESS OUTPUT) | A0 | 3 | 4 | A1 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A2 | 5 | 6 | A3 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A4 | 7 | 8 | A5 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A6 | 9 | 10 | GND |
| (ADDRESS OUTPUT) | A7 | 11 | 12 | A8 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A9 | 13 | 14 | A10 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A11 | 15 | 16 | A12 (ADDRESS OUTPUT) |
| (ADDRESS OUTPUT) | A13 | 17 | 18 | A14 (ADDRESS OUTPUT) |
| GROUND | GND | 19 | 20 | A15 (ADDRESS OUTPUT) |
| DATA BI-DIRECTIONAL | D0 | 21 | 22 | D1 (DATA-BI-DIRECTIONAL) |
| DATA BI-DIRECTIONAL | D2 | 23 | 24 | D3 (DATA-BI-DIRECTIONAL) |
| DATA BI-DIRECTIONAL | D4 | 25 | 26 | D5 (DATA-BI-DIRECTIONAL) |
| DATA BI-DIRECTIONAL | D6 | 27 | 28 | D7 (DATA-BI-DIRECTIONAL) |
| GROUND | GND | 29 | 30 | GND GROUND |
| PHASE 2 CLOCK-OUTPUT | B02 | 31 | 32 | GND GROUND |
| N/C | RESERVED | 33 | 34 | RST' RESET OUTPUT |
| INTERRUPT REQUEST INPUT | IRQ | 35 | 36 | RDY READY INPUT |
| N/C | RESERVED | 37 | 38 | EXTENB EXTERNAL DECODER OUTPUT |
| N/C | RESERVED | 39 | 40 | REF' REFRESH OUTPUT |
| COLUMN ADDRESS OUTPUT | CAS' | 41 | 42 | GND GROUND |
| MATH PACK DISABLE-INPUT | MPD' | 43 | 44 | RAS' ROW ADDRESS STROBE (OUTPUT) |
| GROUND | GND | 45 | 46 | LR/W' LATCHER READ/WRITE OUTPUT |
| N/C | RESERVED | 47 | 48 | RESERVED N/C |
| AUDIO IN | AUDIO | 49 | 50 | GND GROUND |

Figure 1-12. PBI Connector Pin Assignments
(Looking into the Computer)

SECTION 2

TESTING

OVERVIEW

This section describes the procedures available for testing and troubleshooting the 800XL. They are:

- o Self Test
- o SuperSALT Diagnostic Cartridge and SuperSALT Test Assembly

EQUIPMENT NEEDED

- o 800XL Computer console with accessories
- o TV set, properly adjusted
- o SuperSALT Diagnostic Cartridge (FD100335)
- o SuperSALT Test Assembly (FA100332)
- o SuperSALT Technical User's Manual (FD100770)

SELF TEST FEATURES

The Self Test feature allows minimal testing of the following components:

- o Memory - RAM, ROM and ANTIC
- o Audio/Visual - ANTIC, GTIA, and POKEY
- o Keyboard - POKEY and ANTIC

NOTE: Remove any cartridge from the unit.

To enter the testing sequence, press and hold the OPTION key while the console is turned on. The Self Test menu screen will appear.

To exit the test, press the SYSTEM RESET key; the Basic Ready prompt will appear on the screen.

NOTE: Pressing the HELP key has no effect in any situation, except possible future application programs and as an exit from individual test to return to Self Test menu.

Procedure:

1. Connect the computer console to TV set as shown in owner's manual.
2. Turn on TV set.
3. Press and hold the OPTION key as the computer is turned on until the Self Test menu appears.
4. The Self Test Menu displays four options:
 - o Memory
 - o Audio Visual
 - o Keyboard
 - o All Test

Press the SELECT key to move the selection indicator until you reach the desired test.

Press the START key to begin the test.

CAUTION: Self Test will not go into the Attract Mode. Do not leave Self Test screens on for any length of time (maximum seven minutes), since screen burning can occur.

DESCRIPTION OF SELF TESTS

MEMORY TEST

Purpose: To test the ROM, RAM, and ANTIC chips.

Format: Two long bars displayed at the top of the screen represent the 16K Operating System ROM. Below them are 48 blocks, each representing 1K of RAM. The remaining 16K of RAM is available only with certain software programs and is not tested at this time. When either ROM or RAM is being tested, the corresponding bar segment color is white. If the ROM or RAM tests good, the bar color changes to light green. If the ROM or RAM tests defective, the color changes to red. Once a ROM or RAM has been tested and found defective the bar or specific block remains red and the memory is not tested again on subsequent test passes.

The MEMORY TEST continues testing until either the HELP or RESET key is pressed.

NOTE: If RESET is used to exit a test, the OS will return to Basic not the Self Test. You must then press and hold OPTION and power up the console as before.

AUDIO VISUAL TEST

Purpose: To test the ANTIC and POKEY chips.

Format: The screen displays a music staff and treble clef. A sequence of six tones sound and the corresponding note shows on the staff. The tune plays sequentially from channel one through channel four. The channel number changes for each according to the sound channel in use. Voice numbers 1-4 under the staff and treble clef indicate the channel in use. There is a slight pause between each voice. A fault is indicated by a note appearing on the screen without any sound and vice versa.

The AUDIO VISUAL TEST continues testing until either the HELP or RESET key is pressed.

KEYBOARD TEST

Purpose: To test the POKEY, ANTIC and ROM chips

Format: A full keyboard is displayed on the screen. Press each keyboard key and the corresponding key on the screen changes to inverse video and a tone sounds. It should change back to the original color when the key is

released. NOTE: The control and shift keys change only when pressed at the same time as another key. The display for both keys will change to inverse video and then back. As each key (except RESET, HELP & BREAK) is pressed, a tone is generated.

ALL TESTS

All of the Self Tests are executed one after another until either the HELP or RESET key is pressed.

NOTE: When ALL TESTS is executing, the MEMORY TEST and the AUDIO VISUAL TEST exit after one complete test cycle. KEYBOARD TEST during ALL TESTS is software controlled. No operator input is required.

SUPERSALT TESTING

For SuperSALT testing procedures refer to SuperSALT Technical User's Manual (P/N FD100770).

SECTION 3

SYMPTOM CHECKLIST

The Symptom Checklist is designed to aid the technician in arriving at, listed in the order of failure, rapid diagnosis of problems. Each symptom is accompanied by some possible causes, and suggested remedies. Instructions for disassembly/assembly, are in SECTION 4 of this manual.

| <u>SYMPTOM</u> | <u>POSSIBLE CAUSES</u> | <u>REMEDY</u> |
|-----------------------|---|---|
| Snowy Screen | TV Switch Box, ON/OFF switch, Channel Select switch, RF Modulator | Adjust or replace. |
| | Defective Power Supply, Damaged RF Cable | Replace |
| | Defective (open) components on +5C line. | Isolate and replace |
| | Defective (shorted) components on +5A, B and/or C lines. | Isolate and replace |
| | Defective (shorted) LSP's and/or IC's | Isolate and repair |
| Black/Grey Screen | Y1, Q8, 9, C109 | Troubleshoot the clock circuit and replace defective component. |
| | U2, 7-20, 22, 23, 26-30 | Isolate and replace defective IC |
| Red/Brown | U2-5, 18, 19, 28, 30 | Isolate and replace defective IC |
| Blue screen | U2 | Replace |
| Yellow screen | U28 | Replace |
| No Color or Bad Color | RF Modulator or R38 | Adjust or replace |
| | U17, U20, Q1, Q3, CR2, CR3 | Troubleshoot color/video circuitry. Replace defective IC/component. |
| | Y1 | Verify 3.579545 MHz freq. of Y1. Replace if defective |

| <u>SYMPTOM</u> | <u>POSSIBLE CAUSES</u> | <u>REMEDY</u> |
|---|---|---|
| No Power Light (LI) | Power LED, Power Supply, Cables | Repair or Replace. |
| No Gray Bars or Missing Bar | U17, U20 | Repair or Replace. |
| Upside down Alpha/ Numerics on Player Field | U7 | Replace. |
| Some Keyboard Keys Fail* | U22, Keyboard, U24, U25, Cable | Repair or Replace. |
| All Keyboard Keys Fail* | U22, 24, 25 | Repair or Replace. |
| Tone or Tones Missing During Tone Test | U22, 4.5MHz, U1, Audio Carrier Frequency, TV volume | Repair, Adjust 4.5 MHz on RF Modulator. Replace if necessary. |
| Console Game Switches Will Not Function | U17, Keyboard, Cable | Repair or Replace |
| ROM Test Failed | U2-U5 | Repair or Replace. |
| RAM Test Failed | U2, 3, 9-16, 18, 19, 26-30 | Verify ANTIC is <u>Rev E</u> . Repair or Replace. |
| Video or ANTIC Stress Fail | U7 | Repair or Replace. |
| CPU Test Fail | Y1, Q8, Q9, U8 | Verify 3.58 MHz osc. frequency. Repair or Replace. |
| 2-Way Clock Fail** | J1, U22 | Repair or Replace. |
| External Audio** | J1, U1 | Repair or Replace. |
| GTIA Fail | U17 | Replace. |

* Keyboard and switch require operator intervention.

**Requires the SuperSALT Test Assembly, jumper cables, power supply for correct operation. Joystick and Paddle Test require user action with a joystick and paddle during respective testing.

| <u>SYMPTOM</u> | <u>POSSIBLE CAUSES</u> | <u>REMEDY</u> |
|------------------------|-------------------------------|--|
| I/O Port Test Failures | | |
| Voltage: P1, P2 | L25, J5, J6 | Inspect J5, 6 for damaged pins; replace as necessary |
| Voltage: MC | Q7, L11, U2 | Repair or replace |
| PIA Ports | U23, C26-29, C82-92 L19-22 | Repair or replace |
| SIO Port | U22, U23, C75-78 | Repair or replace |
| Trigger Lines | U17, L23, L30, C96, C97 | Repair or replace |
| POT Lines | U22, L15-18, C71-74 C63-66 | Repair or replace |
| Timers | U22 | Replace |

SECTION 4

ASSEMBLY/DISASSEMBLY

Disassembly

Hardware Access

- o Turn unit upside down.
- o Remove six screws from bottom cover.
- o Turn unit upright.
- o Tip cover by raising the left side allowing access to the keyboard cable. Carefully disconnect the keyboard ground strap and remove the keyboard cable from its socket and lay top aside.

*** Due to incompatibility of plastic housings, do not interchange top or bottom housings between units. Keep the housings which belong to each unit with that unit.

PCB Removal

- o Remove the four remaining screws holding the PC Board.
- o Lift up on the front of the PC Board while pushing out on the right side of the bottom housing (player port side) until the player ports clear the bottom housing.
- o Remove the PC Board.

Assembly

Reassemble in reverse order.

SECTION 5

SCHEMATICS AND SILKSCREENS AND PARTS LIST

The schematic and silkscreen for the 800XL are attached to the front cover of this manual. Remove them and place in this section.

NOTE: The schematic is a domestic/U.K. version. All U.K. additions are shown in dotted boxes. READ the notes at the bottom left corner before any troubleshooting is performed.

This section contains the complete Parts List for the 800XL.

SECTION 3

PARTS LIST

| <u>Location</u> | <u>Description</u> | <u>Part Number</u> |
|---|---------------------------------|--------------------|
| | Console Assembly | |
| | Door, Cartridge | C024582-001 |
| | Bar, Door | C024680-001 |
| | Spring, Door | C024681-001 |
| | Keyboard | C061983 |
| | Power Supply | CA024814-001 |
| | T.V. Switchbox (Pkgd) | CA014746 |
| | RF Cable | CA024624-001 |
| | PCB Assembly | |
| | Cartridge Guide | C060297 |
| | Shield, Top | C024467-001 |
| | Shield, Bottom | C024468-001 |
| A1 | Modulator, Domestic (UM1652) | CA061619 |
| C1 | Cap. Elec. Axial 470uF (10V) | C014370 |
| C2,3,10, 79 | Cap. Elec. Axial 22uF (16V) | C014393 |
| C4,7,11, 13,94,95 | Cap. Ceramic Axial .01uF (25V) | C014181-02 |
| C5,6,8,9, 12,14,15, 21,46,47, 54,71-78, 80-92,96, 97,102,112 | Cap. Ceramic Axial .001uF (50V) | C014181-01 |
| C16,18,25- 32,34-43, 48,51,57, 62,68-70, 93,103-109 | Cap. Ceramic Axial .1uF (25V) | C014181-03 |
| C17,23,63- 66 | Cap. Ceramic Axial .047uF (50V) | C014180-09 |
| C19,20,27 | Cap Nonpolarized 4.7uF (35V) | C061647 |
| C24,50,98 | Cap. Elec. Alum 10uF (16V) | C014371 |
| C44 | Cap Ceramic Axial 68pF (50V) | C014179-13 |

PARTS LIST

| <u>Location</u> | <u>Description</u> | <u>Part Number</u> |
|---|-------------------------------------|--------------------|
| C45 | Cap Ceramic Axial 220pF (50V) | C014180-05 |
| C49 | Cap Elec Axial 47uF (10V) | 24-100476 |
| C52,55 | Cap Ceramic Axial 100pF (50V) | C014179-19 |
| C53 | Cap Ceramic Axial 3.9pF | C061336-01 |
| CR1-5 | Diode (1N4148) | C060607 |
| J1 | Connector, Rt. Angle (13 pin) | C012995 |
| J2 | Connector, Monitor (5 pin) | C014388 |
| J4 | Connector, Cartridge (30 pin) | C014389 |
| J5,6 | Connector, Rt. Angle (9 pin) | C010448 |
| J7 | Connector, DIN Power (7 pin) | C061838 |
| J8 | Connector, Keyboard Header (24 Pin) | C061793 |
| L1-3,7,9,11,12 | Inductor Ferrite Bead | C014384 |
| L4,5 | Inductor Axial 820uH | C017948-03 |
| L6 | Inductor, Axial 100uH | C017948-04 |
| L10,15-30 | Inductor, Axial 10uH | C014381 |
| L14 | Inductor, Axial 22uH | C014380 |
| Q1-5 | Transistor, NPN (2N3904) | 34-2N3904 |
| Q7 | Transistor, PNP (MPSA55) | C014809 |
| Q8,9 | Transistor, PNP (2N3906) | C018991 |
| R1,11,59 | Resistor, 1/4 W 2.2K | 14-5222 |
| R2,7,52 | Resistor, 1/4 W 2K | 14-5202 |
| R3,58 | Resistor, 1/4 W 6.2K | 14-5622 |
| R4,39 | Resistor, 1/4 W 56K | 14-5563 |
| R5 | Resistor, 1/4 W 470K | 14-5474 |
| R6 | Resistor, 1/4 W 68K | 14-5683 |
| R8 | Resistor, 1/4 W 5.1K | 14-5512 |
| R9,62 | Resistor, 1/4 W 3.3K | 14-5332 |
| R10,13,14,37,41-45,60,61,80,97 | Resistor, 1/4 W 1K | 14-5102 |
| R12,15,1619-22,31-34,68,74,75,85-88,106 | Resistor, 1/4 W 3K | 14-5302 |
| R17,65 | Resistor, 1/4 W 240 | 14-5241 |
| R18 | Resistor, 1/4 W 1M | 14-5105 |
| R23-30,64 | Resistor, 1/4 W 10K | 14-5103 |
| R35 | Resistor, 1/4 W 33K | 14-5333 |
| R36 | Resistor, 1/4 W 680 | 14-5681 |
| R38 | Resistor Variable (Trimpot) 500K | 19-411504 |

PARTS LIST

| <u>Location</u> | <u>Description</u> | <u>Part Number</u> |
|--|------------------------------|--------------------|
| R40,53,66 90,109,112 117,119,128- 131 | Resistor 1/4W 100 Ohm | 14-5101 |
| R46 | Resistor 1/4W 1.6K | 14-5162 |
| R47 | Resistor 1/4W 36K | 14-5363 |
| R48 | Resistor 1/4W 18K | 14-5183 |
| R49 | Resistor 1/4W 9.1K | 14-5912 |
| R50,63,81-84 92-94 | Resistor 1/4W 4.7K | 14-5472 |
| R51 | Resistor 1/4W 750 Ohm | 14-5751 |
| R54 | Resistor 1/4W 1.2K | 14-5122 |
| R55,56,57 | Resistor 1/4W 75 Ohm | 14-5750 |
| R89 | Resistor 1/4W 47K | 14-5473 |
| R76-79 | Resistor 1/4W 1.8K | 14-5182 |
| R91 | Resistor 1/4W 2.7K | 14-5272 |
| R95,110,118, 120-127,132 133 | Resistor 1/4W 220 Ohm | 14-5221 |
| R98-105,107, 108 | Resistor 1/4W 33 Ohm | 14-5330 |
| R111 | Resistor 1/4W 27 Ohm | 14-5270 |
| R113,134-137 | Resistor 1/4W 470 Ohm | 14-5471 |
| R114 | Resistor 1/4W 1.5K | 14-5152 |
| R116 | Resistor 1/4W 51 Ohm | 14-5510 |
| RN1-4 | Resistor Network SIP 470 Ohm | C061668-04 |
| S1 | Switch Vertical Power (SPDT) | C061022 |
| S2 | Switch Channel Select | C019702-01 |
| U1 | IC Dual Op Amp (LM358) | C061702 |
| U2 | IC Decoder (74LS138) | C061428 |
| U3 | IC Mem Mngt Unit (MMul B) | C061618 |
| U4 | IC (16K X 8) OS ROM | C061598 |
| U5 | IC (8K X 8 ROM) Rev B | C060302 |
| U7 | IC ANTIC | C021697 |
| U8 | IC CPU (6502) | C014806 |
| U9-16 | IC (64K X 1 DRAM) | C060612 |
| U17 | IC GTIA | C014805 |
| U18 | IC AND Quad (74LS08) | C017097 |
| U19 | IC Hex Inverter (74LS14) | C061850 |
| U20 | IC Hex Buffer CMOS (CD4050B) | C010816 |

PARTS LIST

| <u>Location</u> | <u>Description</u> | <u>Part Number</u> |
|-----------------------|-----------------------------|--------------------|
| U22 | IC POKEY | C012294 |
| U23 | IC PIA | C014795 |
| U24,25 | IC MUX (CD4051B) | C014336 |
| U26,27 | IC Multiplexer (74LS158) | C014345 |
| U28 | IC Latch (74LS375) | C060619 |
| U29 | IC Delay Module | C060472 |
| U30 | IC AND/OR Inverter (74LS51) | C060474 |
| W1 | Resistor 1/4W 0 Ohm | C060629 |
| XU1 | Socket IC (8 pin) | C014386-01 |
| XU18,19,30 | Socket IC (14 pin) | C014386-02 |
| XU2,9-16, 20,24-28 | Socket IC (16 pin) | C014386-03 |
| XU3 | Socket IC (20 pin) | C014386-05 |
| XU4,5 | Socket IC (24 pin) | C014386-07 |
| XU7,8,17, 22,23 | Socket IC (40 pin) | C014386-09 |
| Y1 | Crystal 3.579545 MHz | C061090 |